# CUE ACADEMY

## SNOOKER POOL BILLIARDS




midas
interactive entertainment

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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**See back page of this manual for Customer Service Numbers.**

SLES-53952-ANZ

**1-8 Players • Memory Card (8MB) (for PlayStation®2) : 82KB minimum • Analog Control Compatible: analog sticks only**

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# SETUP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens. Place the "Cue Academy" disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes. Follow on-screen instructions and refer to this manual for information on using the software.

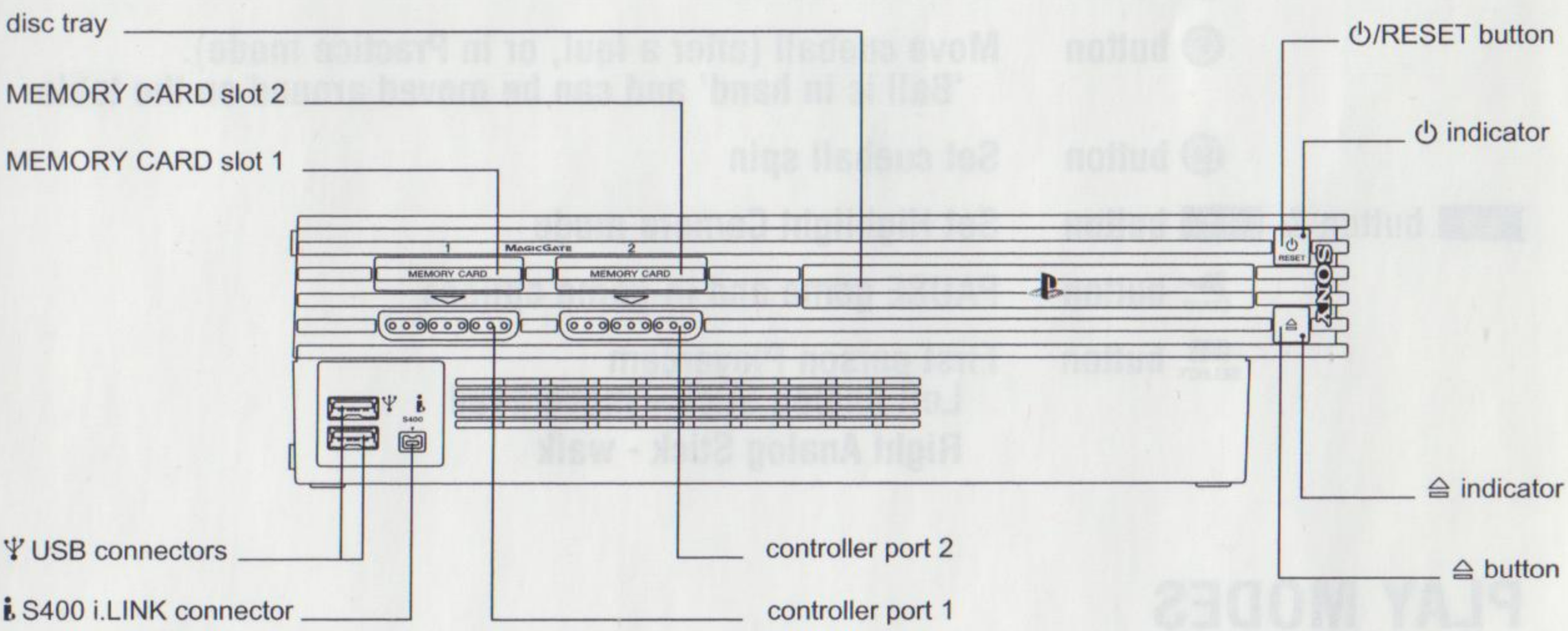
It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Cue Academy uses an auto save/load feature. If a Memory Card containing previously saved game data is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2, then the game data (game settings, unlocked extra content) will be loaded automatically upon boot up.

82KB of free space is required to save game data.

Note: This title only supports the use of Analog Controllers (DUALSHOCK®2).

**PlayStation®2 [front panel]**



# GAMES CONTROLS

## MENU CONTROLS

| *BUTTON* | *ACTION* |
|---|---|
| Directional buttons / Left Analog Stick | Move between menu items |
| ⊗ | Primary select |
| △ | Back to previous menu |

## GAME CONTROL

| *BUTTON* | *ACTION* |
|---|---|
| Directional buttons / Left Analog Stick | Aim shot |
| Right Analog Stick | Zoom |
| Press and hold ⊗ button & Left Analog Stick | Interactive shot power/Take shot |
| ⊗ button | 1. Strike ball<br>2. Return to Play Shot mode after moving the cueball |
| △ button | Overhead camera |
| ○ button | Move cueball (after a foul, or in Practice mode).<br>'Ball is in hand' and can be moved around on the table |
| □ button | Set cueball spin |
| L1 button & R1 button | Set Highlight Camera mode |
| START button | PAUSE game and in-game options |
| SELECT button | First person Playercam<br>Left Analog Stick – move head<br>Right Analog Stick - walk |

## PLAY MODES

**Before you start to play you must create a new player profile (which is saved to memory card (8MB) (for PlayStation®2):**

# Player Selection

There are five player profile slots; each one can hold a unique player. If an empty slot is chosen, you will create a new player (save game) from scratch. If a used slot is chosen that player is loaded as Player 1.

To create or edit a player slot; enter/change your name using the on-screen characters and then select your player's appearance. You can select appearance characteristics in the following areas:

***Head*** – choose the head accessory or hairstyle for your character.
***Face*** – choose the skin tone of your character.
***Face Shape*** – choose the shape you're your character's facial features.
***Top*** – choose the appearance of the clothes worn on your character torso.
***Bottom*** – choose the appearance of the clothes worn on your character legs.
***Shoes*** – choose the appearance of your character's shoes.

# How to Play

To line up your shot, you rotate around the cueball – when you strike the ball the cueball will travel in the direction you are currently facing. On-screen tracking lines can be added to show exactly where the cueball will travel once struck (in Practice and Exhibition modes only).

You can rotate quickly by using the Left Analog Stick, using the directional buttons to fine tune rotation.

You can zoom closer to the cue ball, and back out again by pushing the right analog stick up and down.

## Playing a shot

Hold down the ⊗ button and use the Left Analog Stick to move the cue backwards and forwards, this is used to determine shot power. As in real life, the further the cue is moved back and then pushed forward the harder the shot played and the faster the cue-ball will move.

## Cue ball spin

Cue ball spin (English) controls the movement of the cueball after it hits another ball or cushion. A blue dot appears on the cueball and this can be moved around as required.

## Nominating

Use the Left Analog Stick to move the marker around to select either which ball to pot, or which pocket you intend to make the shot.

# Main Menu

**Once you have chosen a slot, the Main Menu appears and the following options are available:**

- ***Exhibition Mode***
- ***Tour Mode***
- ***Practice Mode***
- ***Game Options***
- ***Player Profile***

# EXHIBITION MODE

**The following options are available:**

## Single Match

**A standard one on one, human VS AI (computer controlled) match. The following options can be selected before starting match:**

- **Game Type (Snooker, 10 ball Snooker, 6 ball Snooker, Billiards, 8 ball Pool, 9 ball Pool)**
- **Location – select from one of the unlocked match venues or a random venue**
- **Match Length (1, 3, 5, 9 or 15 games)**
- **Opponent – select from one of the available opponents**
- **Default Help Level (beginner, rookie, amateur, pro, off)**

## Tournament

**Includes a full custom Snooker Tournament Editor with support for up to 8 human players. Note that you are only able to play Snooker in tournaments. Pool and Billiards are for exhibition matches only. The following options can be selected to create the tournament:**

- **Location – select from one of the unlocked match venues or a random venue**
- **Players – number of players (4, 8, 16 or 32)**
- **Type of tournament (knockout or league)**
- **Match Length (1, 3, 5, 9 or 15 games)**
- **Opponent – select the difficulty level of your opponents (easy, medium, hard or very hard), or a random selection, or a progressive selection (starts off easy, getting harder as you progress)**
- **Watch AI - watch the computer vs. computer matches**
- **Default Help Level (beginner, rookie, amateur, pro, off)**
- **Human Players – select the number of human players in the tournament**

## League Notes

League Tournaments – only available for 8, 16 or 32 players.

League mode groups players into tables of 4. Each of the group tables are randomly selected with a balance of player skills. The top 2 of each group go through to the next round.

## Opponents

The computer controlled AI opponent skill ratings are as follows:

- Rookie (easy)
- Amateur (medium)
- Pro (hard)
- Champion (very hard)

## Versus Game

A standard one on one, human VS human match. Each player takes it in turn to play their shot. The following options can be selected before starting match:

- Game Type (Snooker, 10 ball Snooker, 6 ball Snooker, Billiards, 8 ball Pool, 9 ball Pool)
- Location – select from one of the unlocked match venues or a random venue
- Match Length (1, 3, 5, 9 or 15 games)
- Default Help Level (beginner, rookie, amateur, pro, off)

# TOUR MODE

A full career mode - starting out in the Crib venue - where you play one-on-one for money. The Tour is split into various Snooker events, gradually progressing in both scale, difficulty and rewards scale.The player will unlock new venues, sponsorship opportunities, better opposition and more events as they progress through the tour mode.

## *The Tour Mode menu*

Once you have selected Tour mode, the following menu appears:

- Next Event
- View Rankings
- Players Lounge
- View Trophies
- Sponsorship Deals
- Start New Tour

The following player stats are also displayed:

- Purse - how much money you own
- Rank - your current game ranking (you start as an unseeded player)

Each of Tour Mode's menu options is described below:

## Next Event

Select this option to see the EVENT INFORMATION screen. Here you can see the name of the next event. The following information is also available:

- Type – shows if the next event is a 'Knockout' or 'League' event
- No. Players – shows the total number of players competing in the event
- No. Rounds – shows how many rounds the event is divided into
- Winners Money – Shows the cash purse given to the winner of the event

## View Rankings

The names of the top 40 players in the game are shown here (there are 41 players in the game, including you). Relative finishing positions in each event affect player rankings throughout Tour mode. At the end of each tour (after ten events) the ranking screen is updated and any new changes will be visible. Initially you will not even get a mention as you are unseeded and will remain so until a tour is complete (after the 10 events of the Tour season). Try and get your player to the top of the pile!

## Players Lounge

Various customisations can be purchased in the Players Lounge. All customisations are cosmetic ONLY, and do not affect gameplay.

Not all options are available from the start; many have to be unlocked by winning matches in the Tour mode.

## Snooker Table

You can select one snooker table as your play table; additional table types can be bought, but most are only available after winning events and defeating your various opponents. Each part of the snooker table can be customised, as follows:

- Leg Style – there are 3 different leg styles available.
- Beize Colour – there are 12 different beize colours available.
- Wood Finish – there are 50 different wood finishes available.
- Chrome Colour – there are 12 different chrome colours available.

## Snooker Balls

You can select visually different ball sets, each of which is unlocked as you progress through (and win) events in Tour mode. There are a total of 11 snooker ball sets to unlock.

## Pool Table

You can select one Pool table as your play table in Exhibition mode; additional table types can be bought, but most are only available after winning events and defeating your various opponents. Each part of the Pool table can be customised, as follows:

- Beize Colour – there are 12 different beize colours available.
- Wood Finish – there are 30 different wood finishes available.
- Chrome Colour – there are 6 different chrome colours available.

## Pool Balls

You can select visually different ball sets, each of which is unlocked as you progress through (and win) events in Tour mode. There are a total of 11 pool ball sets to unlock.

## Cues

You can select one cue as your play cue; additional cues can be bought, but most cues are only available once you beat the cue's owner in a match. Each part of the cue can be customised, as follows:

- Butts – there are 20 different butts available.
- Joints – there are 6 different joints available.
- Shafts – there are 5 different shafts available.

## View Trophies

For each Tour event you win you will receive a trophy. There are a total of 10 tour events for you to compete across, each of which is divided into a number of rounds.

There are also trophies to be won for consecutive game wins (3 in a row, 5 in a row and 7 in a row), and also certain other events will award you will special trophies (amount of money earned etc.).

In total there are 20 trophies, some are standard sports style cups, while others are more abstract symbols, figurines and forms.

## Sponsorship Deals

At first no sponsors will want to touch you. Once you start winning tour events then they will soon start to emerge. There are 10 sponsors in total. Each sponsor is unlocked by winning an event in Tour mode. Changing sponsors benefits you by earning more money for completing certain milestone events, but you have to pay to get out of your current sponsorship deal (twice the signing fee).

## Start New Tour

This resets Tour data for your player and resets all unlocked content. It basically lets you start from scratch in Tour mode without having to redesign a new player character.

# PRACTICE MODE

Practice Mode lets you have a free practice in any of the game types. There is no opposing player. You are free to keep hitting balls until everything is potted. Take the opportunity to get your skills honed and refine your judgement over long shots. The following options can be selected before starting a practice session:

- Game Type (Snooker, 10 ball Snooker, 6 ball Snooker, Billiards, 8 ball Pool, 9 ball Pool)
- Default Help Level (beginner, rookie, amateur, pro, off)

# GAME OPTIONS

The following global game options are available from the main menu:

- Master Volume – Toggle the overall volume of the game.
- Music Volume – Independently toggle the volume of the in-game music.
- SFX Volume – Independently toggle the volume of the in-game sound effects.
- Music – select backing track (music or ambient location specific sounds, or off)
- SFX – turn game sounds on or off

## In-game Menus

Within the Pause Menu are the following options:

- Resume Game – get back to the action
- Help – aiming aids (beginner, rookie, amateur, pro, off).
  Not all aids are available in every game mode
- View – current Highlight Camera view mode
- Music – select backing track (music or ambient location specific sounds, or off)
- SFX – turn game sounds on or off
- Concede Game – concede current game
- Quit to Menus – quit out of current match and return to the menus

# ADDITIONAL FEATURES

## Match Statistics

After each match a stats screen will be displayed, showing the following:

- Frames Won - number of frames/games won
- Shots – how many shots the player took
- Legal Pots – how many legal pots the player made
- Fouls – how many fouls the player made
- Hi Break – the total score you made from your break during a game of snooker
- Rating – This is your number of pots in the game x 100 divided by your number of shots. The higher your ranking the better you played. A ranking of 100 means you never missed a pot, so you know what to aim for!

## Gameplay Specials

*Style Bonuses*

During play you will be awarded extra bonus cash for certain types of shots; this is called a 'Style Bonus'.

The shots which trigger the bonus awards are:

- Fast pots
- Pots off a cushion rebound
- Pots off a plant
- Multiple ball pots off one shot
- Several pots in a row
- Clearing all balls in one play

# PLAYER PROFILE

This menu features the following options:

- Alter Player (change the name or appearance of a player)
- Switch Player (swap to another player slot)
- Reset Player (reset all game progress and clear the current player save)

## *REWARDS*

The following rewards can be unlocked as you play through the Career mode:

### Locked match venues

9 of the match venues are locked and only accessed by winning events in Tour mode.

### Beize, table and cue types

Special cue modifications, beizes, table types and trims can be unlocked. Everything in the game can be customised for a price.

### Trophy collection

20 trophies can be won in the Tour mode – collecting all 20 will require many hours of play and a lot of practice. Trophies are won in several different ways:

- Beating all 10 Tour mode events.
- Consecutive match wins – 3, 5 and 7 in a row
- Special breaks and plays
- Meeting other secret parameters

# *Rules for the different types of Snooker*

## Snooker

The game of snooker is won by scoring more points than your opponent in each frame of the match. Points are awarded by potting one of the 15 red balls followed by a colour of your choice, which must be nominated before you pot it. Points for each of the balls are as follows:

| | |
|---|---|
| Red ball | 1 point |
| Yellow ball | 2 points |
| Green ball | 3 points |
| Brown ball | 4 points |
| Blue ball | 5 points |
| Pink ball | 6 points |
| Black ball | 7 points |

Once a red ball is potted by the player it is permanently removed from play. While any red ball is still on the table colours will be re-spotted each time them are potted by a player. When all 15 reds have been cleared from the table, a player must pot the colours in points order - lowest first. Yellow, green brown, blue, pink and black.

You can also gain points when your opposing player commits a foul shot. A foul shot awards points at no lower than 4 points (awarded for any ball up to the value of a brown) and no higher than seven (for fouling on any ball from blue to black). The following shots result in a foul being declared:

- Missing the ball your were aiming to hit and hitting another of the wrong colour
- Potting a coloured ball you had not nominated
- If any ball in play leaves the table area
- If you pot the cue ball
- Moving the cue ball right against another ball in close proximity, resulting in the cue touching the cue ball more than twice in your shot
- If a frame is tied then the players must play a black ball game - whoever pots the black is declared the winner.

## 10 ball Snooker

The rules of 10 ball Snooker are exactly the same as the rules for normal Snooker, except that the game is played with 10 red balls instead of 15 red balls.

## 6 ball Snooker

The rules of 6 ball Snooker are exactly the same as the rules for normal Snooker, except that the game is played with 6 red balls instead of 15 red balls.

# *Rules for Billiards*

## Billiards

Billiards is played with one red ball and two white cue balls, one with a small black spot and one without. One player chooses to play with the white cue ball and the other the spotted white cue ball. To begin with, players play their cue ball from within the D down the table so that it bounces back up the table and comes to rest in baulk (Behind the line on which the D sits). Whichever player comes to rest closest to the baulk cushion chooses to play first or second. It's a better idea to go second, as the first turn will have only two balls on the table, which limits your options.

When the game starts the red ball is on its spot and the cue ball of the starting player is put inside the D at the front of the table. The players' objective is to be the first to score 25 points.

## Basic Play

Each turn is called a "break" and consists of a series of shots on the player's cue ball. The break ends when the player makes a non-scoring shot or performs a foul. You score by potting balls, by cannoning (hitting one ball, then the other, with the cue ball), and by going "in off" (potting a ball after first hitting it into another ball).

Whenever the red is potted, it immediately returns to its spot for the next shot. Whenever the cue ball goes in off, it is returned to its player who can place it anywhere within the D for the next shot. If the opposing player's cue ball is potted, it remains out of play until the end of the current player's break. In this case, the opponent starts the

next turn by placing his ball anywhere within the D. Otherwise the opponent starts the next turn by striking the ball wherever it has ended up when the previous player's break ended. Potting your opponent's ball is best avoided since it makes bigger scores harder to achieve.

## Foul shots

Fouls occur under the following circumstances:

- Your ball hits no other balls during your shot.
  Your opponent is awarded 1 point and your break ends.
- Your ball goes into a pocket without hitting any other ball.
  Your opponent is awarded 3 points and your break ends.

## Scoring

3 points for potting or going "in off" the red.
2 points for potting or going "in off" the opponent's ball.
2 points for a cannon shot.

Scoring is cumulative within a single player's turn; a common play is to pot and then go in off the red ball, scoring 6 points. The cue ball is deemed to go in off the first ball that it hits, i.e. if a player hits the opponent's ball, cannons onto the red and then goes "in off", they will score 4 points. You can score up to 10 points in one shot, but since that means you have to pot your opponents ball (costing more potential points in your next turn) this strategy has both negative and positive points.

# *Rules for the different types of Pool*

## 9 Ball

In 9 Ball the balls are racked in a diamond formation. After the break the balls are to be played and potted in numerical order. The winner of the game is the player who pots the 9 ball. The 9 ball can be potted either as the last ball on the table or as a combination shot.

## FOULS

1. From the break at least one ball must hit the cushion from break
2. If the player does not hit the object ball
3. If the player commits three consecutive fouls the player loses the match.
4. If the cue ball is pocketed after a player has made a shot

All fouls give the opponent a ball in hand.

## 8 Ball

In 8 Ball the balls are racked in a triangle formation and numbered balls are used. The object of the game is to pot all of one type (spot or stripe) and then to pot the black ball.

From the break, any type of ball (spot or stripe) can be potted. Upon potting just one ball type the player is then assigned that type.

# FOULS

1. From the break at least two balls must hit the cushion
2. Potting your opponent's ball.
3. If the 8 ball is potted before all your assigned balls are potted
4. If the cue ball is pocketed after a player has made a shot
5. If the player commits three consecutive fouls the player loses the match.

All fouls give the opponent a free shot allowing the opponent to legally hit any ball and legally pot any ball except the 8 ball. The cue ball can also be moved to anywhere on the table.

# CREDITS

## THE CUE ACADEMY

**Created and Developed by Icon Games Ltd**
**www.icongames.com**

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**Holly & Lucas**
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**Angie Childerhouse (for putting up with my mood swings, Paul)**
**Marc 'Ravian' Hartsuiker (cheers mate)**

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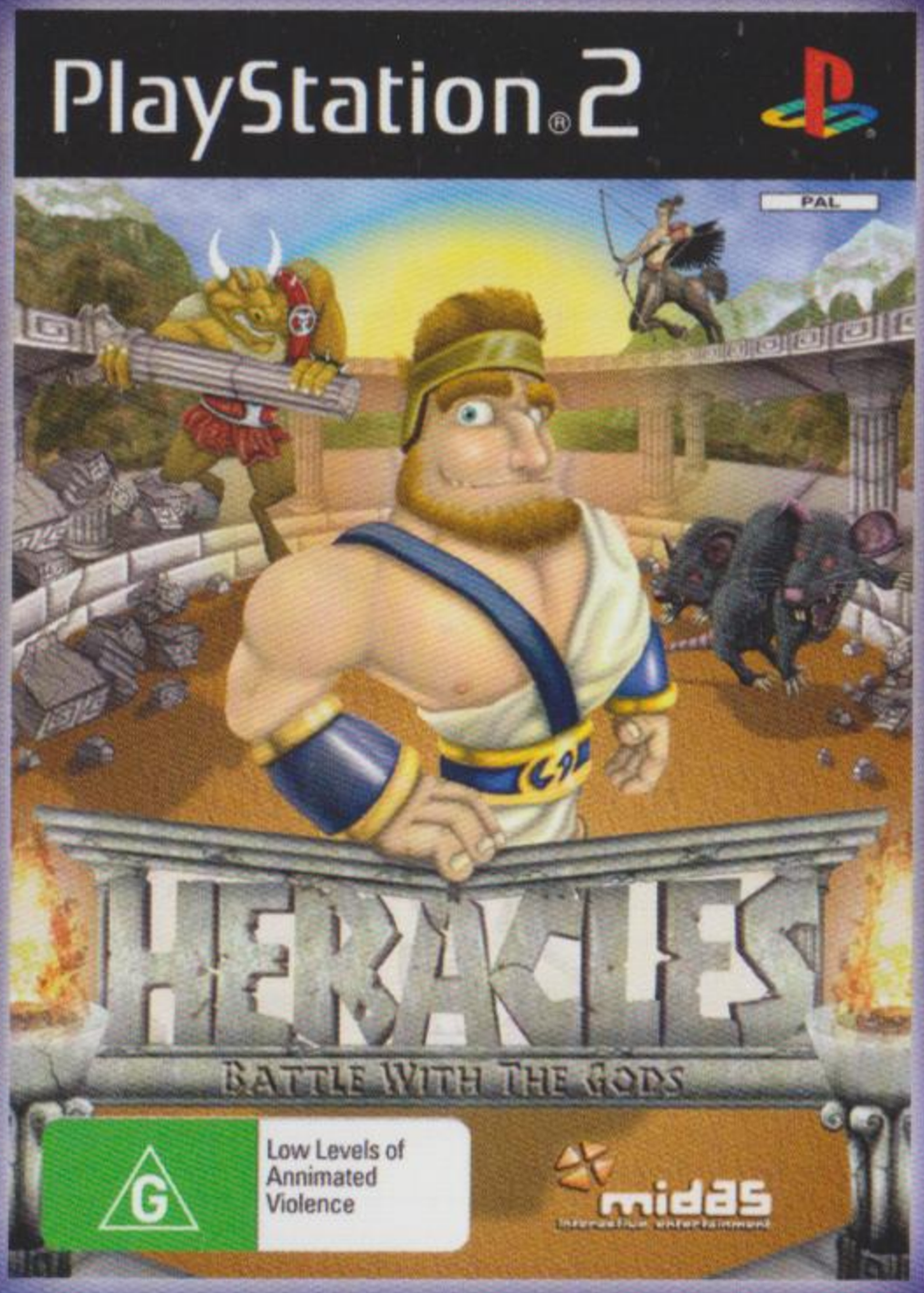


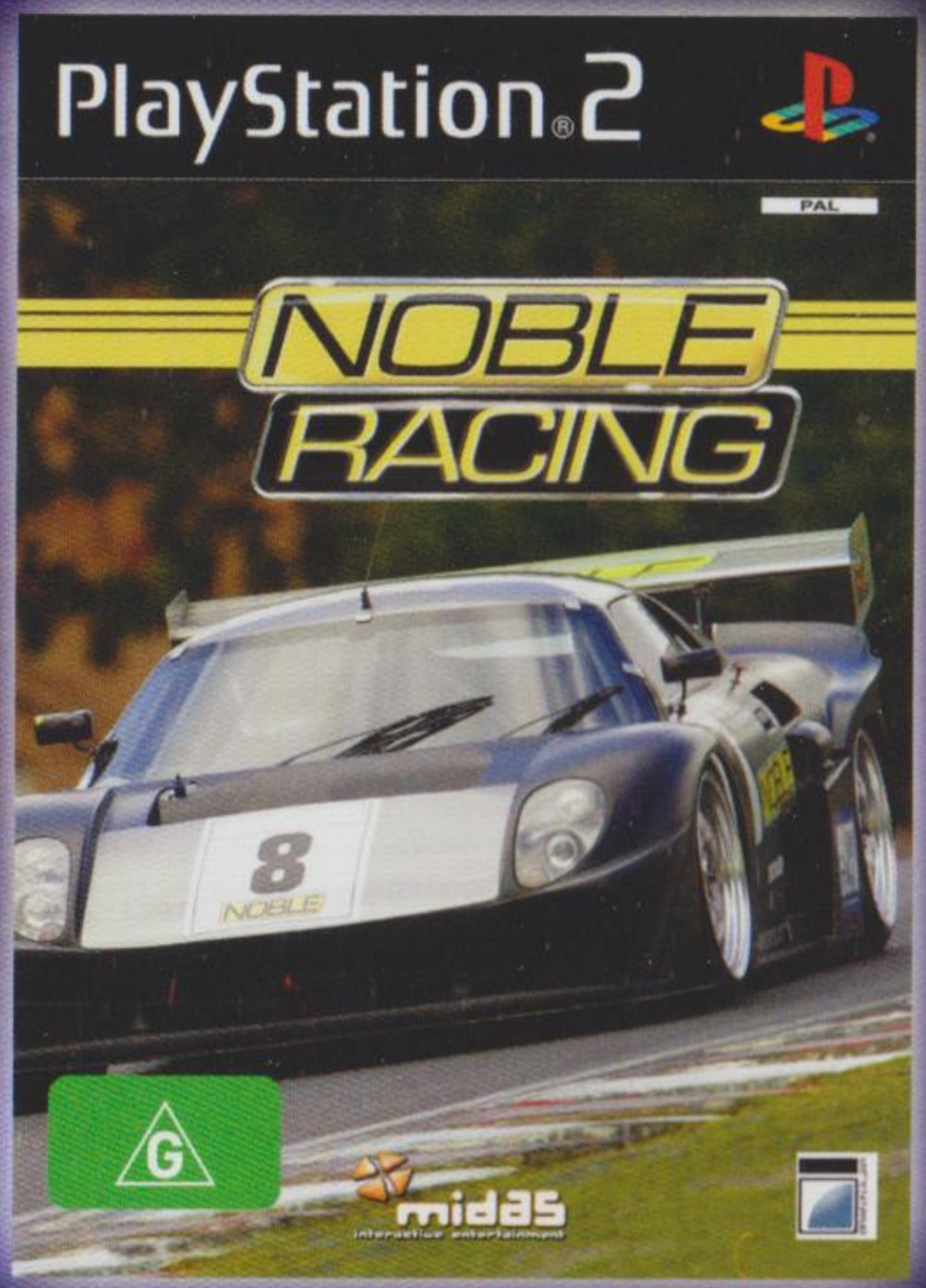


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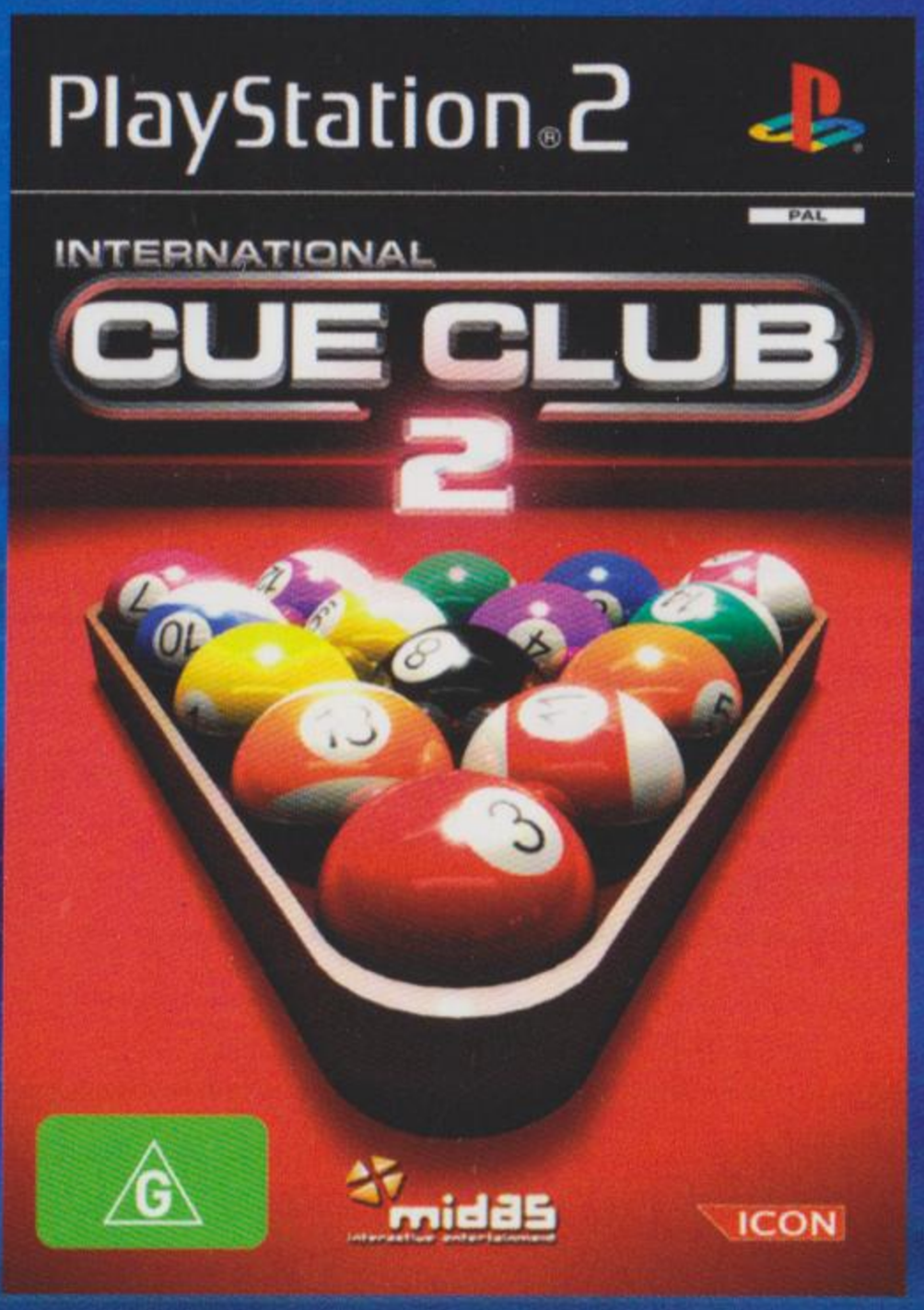


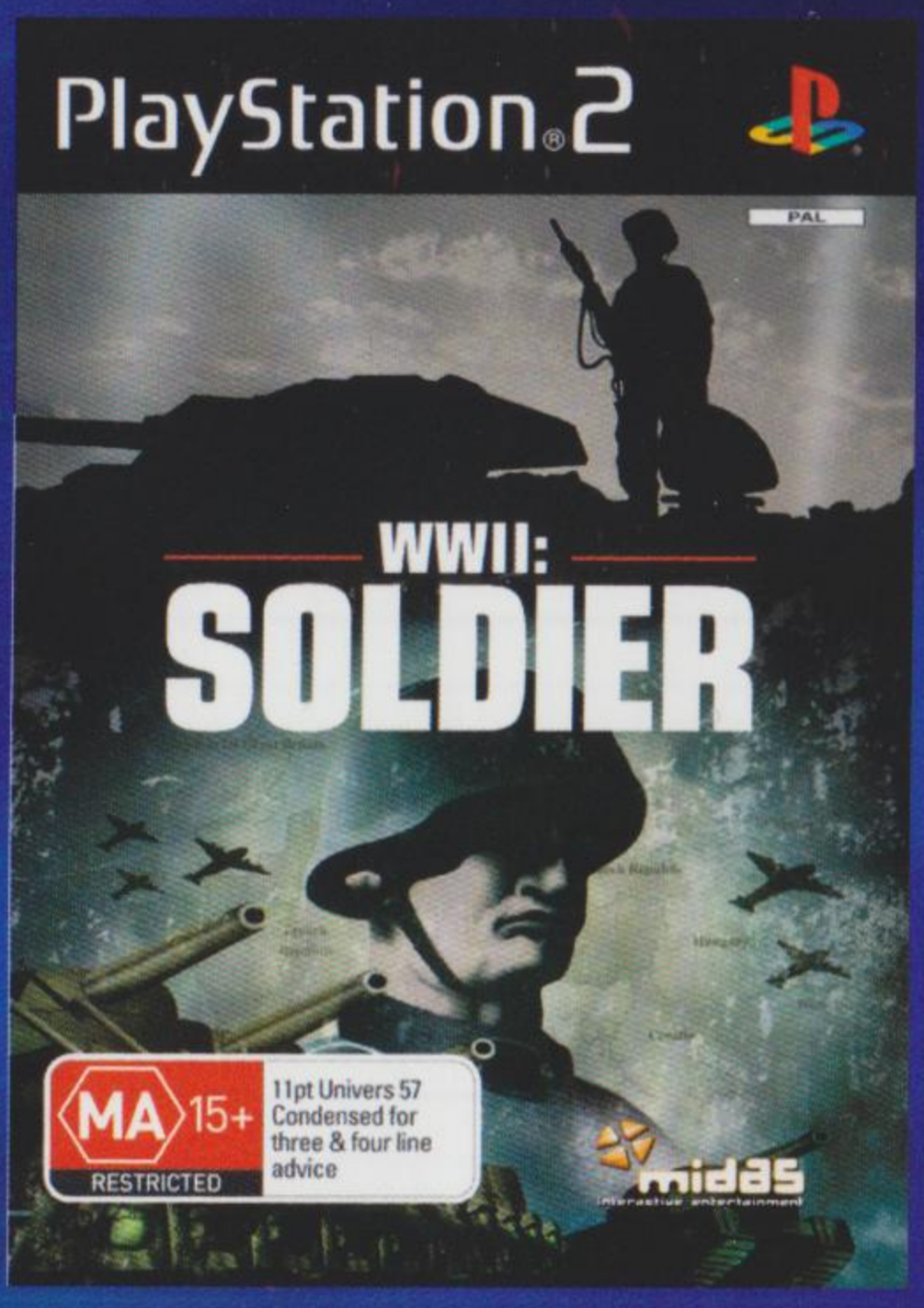


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